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For 2 to 4 players / Ages 6 & up

Object

Be the first player to play a Superstar card.

Getting Started

Mario Party-e Base Set (64 cards total)

A base set of Mario Party-e cards contains the following:

- 24 green Coin cards
- 12 purple Item cards (4 Superstar's Shoes cards, 4 Superstar's Clothes cards, and 4 Superstar's Hat cards)
- 4 rainbow Superstar cards
- 5 blue Blocker cards
- 4 pink Search cards
- 10 red Chaos cards
- 5 yellow Duel cards

Number of Players

The number of cards used in each game will vary depending on the number of people playing.

For a ***two-player game***, use 58 cards. Remove 2 each of the Superstar Item cards (Superstar's Shoes, Superstar's Clothes, and Superstar's Hat) from the base set.

For a ***three-player game***, use 61 cards. Removing 1 each of the Superstar Item cards (Superstar's Shoes, Superstar's Clothes, and Superstar's Hat) from the base set.

For a ***four-player game***, use all 64 cards in the base set. To play with more than 4 players, use a second set of Mario Party-e cards. Make sure to remove Superstar Item cards depending on the number of players. The players can decide how many Item cards to play with.

Play Areas & Game Terms

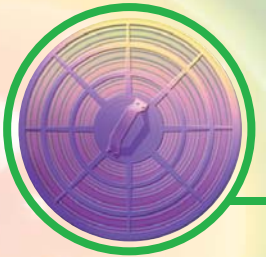
Each Player has 4 play areas.

Hand Cards

The Hand cards are the cards each player holds in their hands. A player can only have 5 cards before and after their turn. You may look at your Hand cards, of course, but you cannot look at your opponent's Hand cards.

Deck

The Deck is the face-down pile of cards that have not been played. Each player draws a card from the deck at the beginning of their turn.



Discard Pile

The Discard Pile is the face-up pile of cards that have been played. Any player can look at the cards in the Discard Pile at any time.

In-Play Cards

In-Play cards are the cards that are placed face-up in front of each player. The In-Play cards are either Coin cards or Superstar Item cards.

Nintendo e-Reader

To get the most out of Mario Party-e, make sure you have a Nintendo e-Reader handy.* Scan e-Challenge cards and test your mettle at all 11 unique Mini-Games. You must have speed, skill, coordination and even luck to come out on top.

For more detailed information on how to use the e-Reader, consult the instruction booklet that comes with the e-Reader.

*Mario Party-e can be played with or without the e-Reader (sold separately).

Game Play

1. Shuffle the cards and distribute 5 cards to each player. These cards are called your Hand cards and should be viewed by the player only.
2. Place all remaining cards face-down on the center of the table. This will be the Deck.
3. The youngest player goes first and play moves clockwise (from left to right).

Your Turn

1. Draw a card from the Deck.
2. Choose one card to Play or Discard.
- If you play a Coin or Item card, place it face-up in front of you. The card is now In-Play.
- If you choose any other card, place it face-up on the table and follow the instructions on the card. When the instructions have been followed, place the card face-up in the Discard Pile.
- If you don't have a card that can be played, discard one card face-up in the Discard Pile.
3. Play continues clockwise until someone places a Superstar card In-Play to win the game.

Hand Card Rules

Each player can only have 5 cards in their Hand before and after their turn. Each player must Draw a card and Play or Discard a card on every turn.

WHEN THE DECK HAS BEEN DEPLETED, RESHUFFLE THE DISCARD PILE AND PLACE FACE-DOWN FOR A NEW DECK.

Winning the Game

To win the game, be the first player to place a Superstar card In-Play. Before playing a Superstar card, you must have each of the 3 different Superstar Item cards In-Play (1 Superstar's Shoes, 1 Superstar's Clothes, and 1 Superstar's Hat).

Card Types

Coin Cards (24 total)

Some cards require Coin cards to be In-Play before they can be used. The small coin icon on the card to be played determines how many In-Play Coin cards are needed. Place the required In-Play Coin cards face-up on the Discard Pile before playing the card. There is no limit to the number of Coin cards a player can have In-Play.

Hint: Coin cards should be the first cards to be placed In-Play.

Item Cards (12 total)

There are three types of Item cards: Superstar's Shoes, Superstar's Clothes, and Superstar's Hat. Each Item card will require 2 Coin cards to be In-Play. Before playing an Item card, you must first place 2 In-Play Coin cards face-up on the Discard Pile.

Each of the 3 types of Item cards must be In-Play before a Superstar card can be played to win the game.

Superstar Cards (4 total)

Place this card In-Play to win the game!
A Superstar card can also be used to take 1 Item card from your opponent's In-Play cards and add it to your In-Play cards.

Blocker Cards (5 total)

A Blocker card can be used to prevent an opponent from taking your In-Play or Hand cards. All Blocker cards require 1 In-Play Coin card to play.

***NOTE:** The SUPER MARIO, SUPER LUIGI and DONKEY KONG Blocker cards allow the player to make a counter move. Please note, the counter move will cost an additional In-Play Coin card.*

After playing a Blocker card, draw a card from the Deck to maintain a Hand of 5 cards. A Blocker card can be discarded during your turn without costing a Coin card.

Search Cards (4 total)

A Search card allows you to take cards from the Deck or Discard Pile and exchange them with your Hand cards. All Search cards require In-Play Coin cards to play except for the LAKITU card.

Chaos Cards (10 total)

A Chaos card can be used to take or exchange In-Play or Hand cards with other players. The YOSHI card requires 2 In-Play Coin cards. If you don't have enough In-Play Coin cards to play, you may play a Free-Challenge Mini-Game on the e-Reader.

Duel Cards (5 total)

A Duel card can be used to battle another player in a Mini-Game (using an e-Reader and Game Boy Advance) for In-Play or Hand cards. The SUPER WARIO card and SUPER WALUIGI card require In-Play Coin cards to play. If you don't have the e-Reader, the duel can be decided by a coin toss.

e-Challenge Cards (11 total)

e-Challenge cards allow you to play a Mini-Game on a Game Boy Advance with an e-Reader. There are three types of e-Challenge cards: Free Challenge cards, Wonder Challenge cards and Duel Challenge cards.

Free Challenge Cards (4 total)

Free Challenge cards allow a player to take or exchange cards with another player, or from the Discard or Deck piles depending on the individual card. All Free Challenge cards require the player to use In-Play Coin cards. You must first place the required number of Coin cards face-up on the Discard Pile and follow the instructions on the card. If you do not have the required number of Coin cards but still would like to play your card, you can declare "Free Challenge" and play the Mini-Game on the e-Reader. Turn on the Game Boy Advance, insert the e-Reader, and proceed to the Scan Card screen. Scan both sides of the card and follow instructions on the screen. (Consult your e-Reader instruction booklet for more information).

If you win the Mini-Game on the e-Reader, you can play the card following the instructions on the card. If you lose the Mini-Game on the e-Reader, you must discard the card without using its effect.

See pg. 15 for Mini-Game instructions

***NOTE:** If the Player has enough In-Play Coin cards they must use the Coin cards and cannot play the e-Reader Free Challenge.*

Wonder Challenge Cards (2 total)

Wonder Challenge cards give the player the opportunity to play roulette with the Game Boy Advance and the e-Reader and take a chance on the outcome. Scan the card and follow the instructions to play.

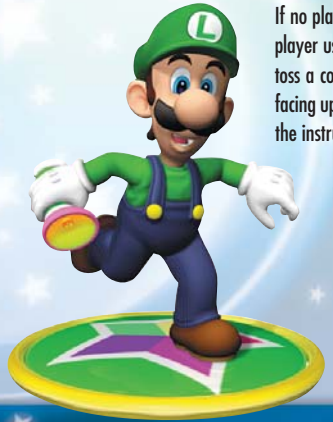
If you don't have the e-Reader, play the card following the instructions on the card.

See pg.19 for Mini-Game instructions

Duel Challenge Cards (5 total)

Duel Challenge cards can be used to battle another player for In-Play or Hand cards. The player using the Duel card will select any player to duel.

***NOTE:** The SUPER WARIO and SUPER WALUIGI cards require Coin cards to play. The Challenger must first place the required number of Coin cards face-up on the Discard Pile. Follow the instructions on the card after completing the duel.*



If no player has the e-Reader, the duel can be decided by a coin toss. The player using the Duel card will select an opponent to duel. The player will toss a coin into the air and the opponent will call heads or tails. The side facing up when the coin lands will determine the winner of the duel. Follow the instructions on the card after completing the duel.

See pg. 20 for Mini-Game instructions

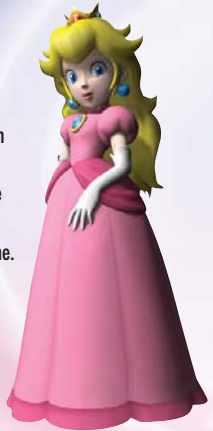
Free Challenge

PRINCESS PEACH card

CAST AWAY MARIO!

Description of the Game: Mario must catch the fish that Princess Peach requests without touching the wrong fish. Press the A Button to lower the magic hand. If you touch the wrong fish the game is over. If you catch the fish that Princess Peach requests, you win the game.

How to Play: Press the A Button to lower the magic hand.



GRACEFUL PRINCESS PEACH card

MARIO'S MALLET

Description of the Game: Press the A Button when the numbers flash to determine the number of Goombas to whack. Smash the Goombas as they emerge from the pipe, being careful not to hit Luigi. Get all the Goombas before the Goombas get the princess!

How to Play: Press the A Button to swing the mallet.

DAISY card

DAISY'S RODEO!

Description of the Game: Keep Daisy in the saddle of Bowser's rodeo machine by pressing the L, R, or B Buttons when they are displayed on the screen. Stay on for 10 seconds to win the game. If you miss two times in a row, the game is over.

How to Play: Press the displayed Button to keep Daisy in the saddle.

YOSHI card

FAST FEED YOSHI!

Description of the Game: While the Coins and Shy Guys are spinning, use the A Button to lash out at the Coins with Yoshi's tongue. Get 2 Coins in three or fewer tries to win the game. Time your lash carefully. Some coins are worth double!

How to Play: Press the A Button to stick out Yoshi's tongue.

Wonder Challenge

LAKITU card

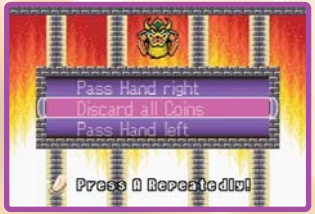
LAKITU'S LUCK

Description of the Game: Press the A Button to stop the spinning wheel. When it stops, follow the instructions on screen.

How to Play: Press the A Button to stop or delay the roulette wheel.

BOWSER card

SPINISTER BOWSER



Description of the Game: Press the A Button to stop the spinning wheel. When it stops, follow the instructions on screen.

How to Play: Press the A Button to stop or delay the roulette wheel.

Duel Challenge

BIG BOO card

BOLT FROM BOO

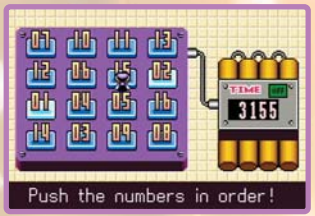
Description of the Game: Mario has to get out of the haunted house without being caught by Boo. When Mario runs, Boo chases. When Mario stops, Boo shrinks back. The player that gets closest to the door or the player with the best time wins the game.

How to Play: Press the A or B Button repeatedly to make Mario run.

WALUIGI card

TIME BOMB TICKS!

Description of the Game: Player 1 sets the bomb by pressing the switches in order from 01 to 16. The time it takes to set all 16 switches is registered on the timer. Player 2 must then deactivate all the switches before the clock counts back down to zero. Each wrong number pressed will cost precious time so be careful! If the bomb explodes, Player 1 wins the game. If the bomb is deactivated, Player 2 wins.



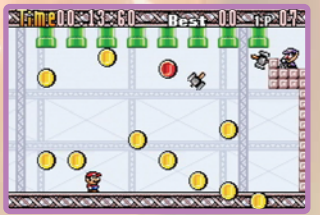
How to Play: Press the + Pad to choose the number and the A Button to push the switch.

SUPER WALUIGI card

WALUIGI'S REIGN

Description of the Game: Direct Mario across the screen, collecting coins and avoiding Waluigi's hammers. You get 1 point for every yellow coin and 5 points for every red coin. Your turn ends when the timer runs out or when Mario gets hit by a hammer. The player with the better score wins.

How to Play: Press the + Pad to move Mario.



WARIO card

WARIO'S BLUFF

Description of the Game: Drive Wario and his car to the edge of the cliff without plunging off. The player that gets closest to the edge is the winner.

How to Play: Press the A Button to accelerate and the B Button to brake.

SUPER WARIO card

BALLOON BURST!

Description of the Game: Challenger and opponent take turns pumping up a Wario balloon until it explodes. Get it as big as possible without bursting. Player who pops the balloon loses the game.

How to Play: Press and hold the A Button (maximum 3 seconds per hold) to fill the balloon.

QUESTIONS & ANSWERS

1. When my opponent plays a card that affects all players such as BOB-OMB, can I use a Blocker card?

Answer: **No.** You can only use Blocker cards when your opponent is playing a card directly against you.

2. When my opponent plays Duel cards such as SUPER WARIO, can I use Blocker cards such as MARIO and DONKEY KONG even after I lose the duel?

Answer: **No.** You can only use Blocker cards before the duel starts.

3. When I tried to take my opponent's Hand cards, they used a DONKEY KONG Blocker card to counter and took my Hand cards. Could I use SUPER MARIO to take cards from my opponent?

Answer: **Yes**. You can use Blocker cards against Blocker cards.

4. My opponent tried to take my In-Play cards, so I am thinking about using SUPER MARIO and adding 1 In-Play Coin card to take my opponent's Hand or In-Play cards. Can I look at my opponent's Hand cards first before taking one of his or her In-Play cards?

Answer: **No.** You must declare which cards, In-Play or Hand, you will take when playing the SUPER MARIO card. Once you play the card, you cannot change your choice.

5. GRACEFUL PRINCESS PEACH can be used to take a card from the Deck or Discard Pile. Can I take a card from the Discard Pile after checking the Deck?

Answer: **No.** You must declare which cards, Deck or Discard, you will search before playing the GRACEFUL PRINCESS PEACH card. Once you play the card, you cannot change your choice.

6. I challenged my opponent to a Mini-Game using the BIG BOO card but they used SUPER MARIO to defend their Coin cards. Additionally, they added 1 In-Play Coin card to take my In-Play card. Can I still play the Mini-Game to prevent them taking my In-Play card?

Answer: **No.** You cannot play the Mini-Game. Your BIG BOO card is no longer in effect because your opponent used a Blocker card. You can only counter with another Blocker card.

7. If an e-Reader is being used in the game, can I choose NOT to use it?

Answer: **No.** If an e-Reader is available and has been used once in the game, it must be used for all e-Challenges.

8. Can I have the same Item card In-Play more than once?

Answer: **Yes.** Although you only need one of each Item card to win the game, you can have more than one Superstar's Shoes, Superstar's Clothes, or Superstar's Hat In-Play. You may want to have extra Item cards In-Play in case another player takes one.

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